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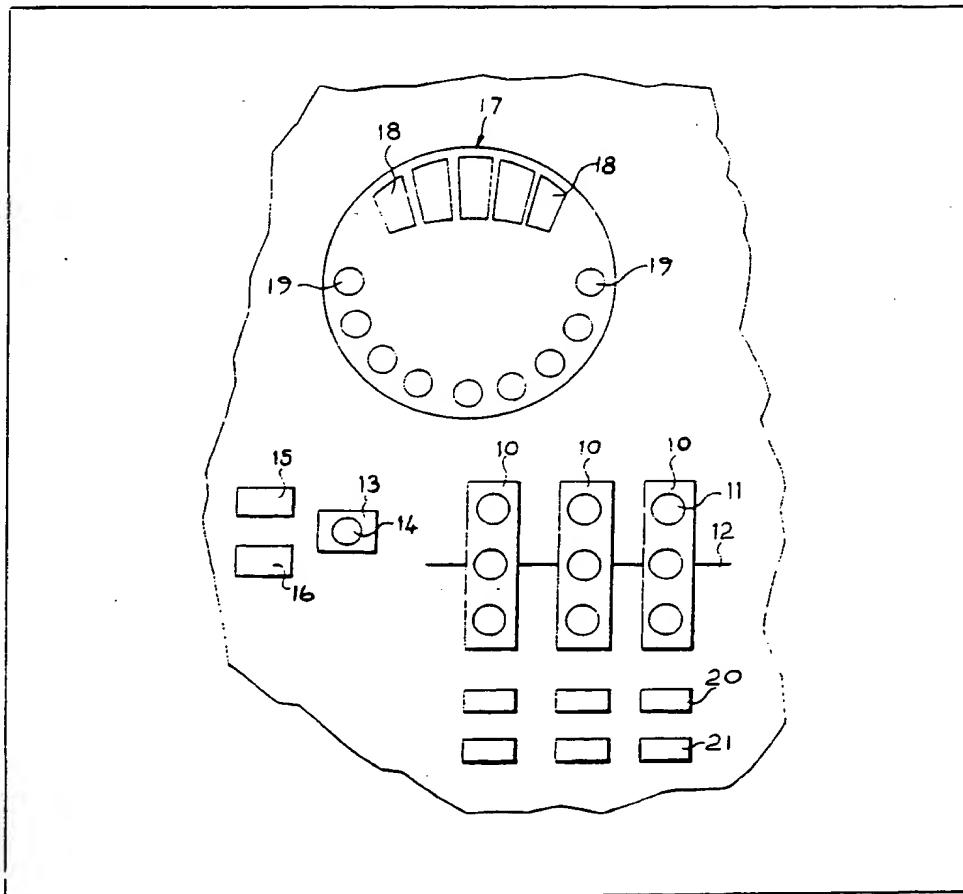
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(54) Amusement machines

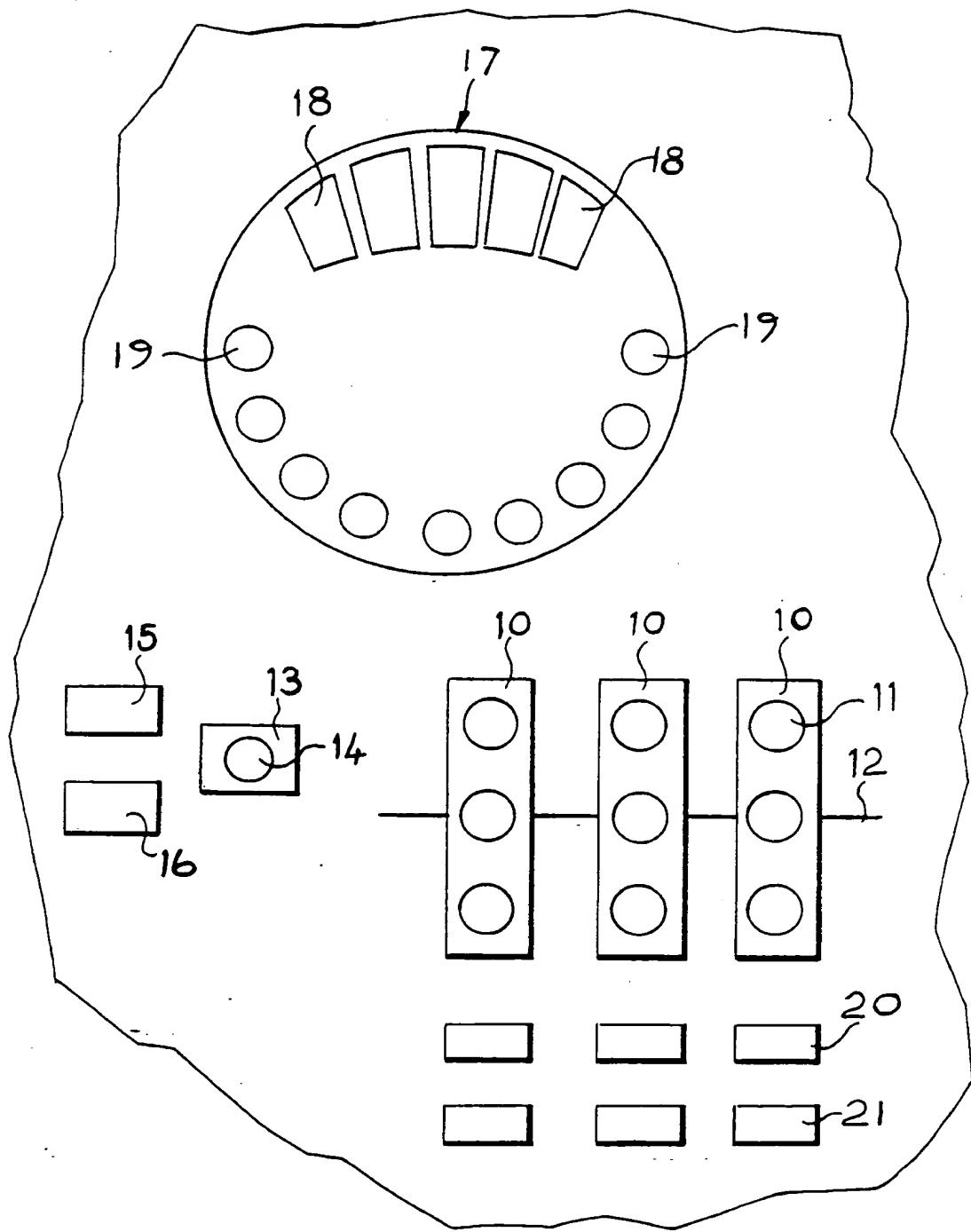
(57) A gaming or amusement-with-prizes machine which includes a plurality of reels 10 bearing symbols 11 for random display so that one or more predetermined combinations of symbols displayed on a combination line 12 can determine a winning combination and additional means 13 comprising a numerical indicator which displays a random number 14 as a contribution, either in part or in total, to a required cumulative total, a cumulative total display 17 and a random cancel feature which will cancel the cumulative total when the cancel feature comes into effect.

The machine may incorporate a display 15, 16 to indicate whether the number on the numerical indicator is to be transferred to the cumulative total display or, alterna-

tively, when the display cancel feature comes into effect.



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SPECIFICATION

Amusement machines

5 This invention relates to amusement machines and more particularly concerns gaming machines or amusement-with-prizes machines. Conventionally, gaming or amusement-with-prizes machines comprise a series of reels, or 10 their equivalent, which reels each carry a series of symbols so that when the machine is operated the reels rotate and then stop to display a symbol of each reel on a combination line. Certain "winning" combinations of 15 symbols cause a pay out mechanism to be operated or initiate another feature of the machine.

Whilst in the following description the term "reel" is used it is to be understood that this 20 term includes any means of displaying one of a plurality of symbols including rotary drums or discs or other random display means, such as electronically operated means.

It is also known to provide a feature on 25 such machines in which a player is, at certain times, given the opportunity to advance one or more reels in order to attempt to produce a winning combination on the combination line. Such a feature is known in the art as a 30 "nudge" feature.

It is an object of the present invention to provide an improved gaming or amusement-with-prizes machine of the above type.

According to one aspect of the present 35 invention we provide a gaming or amusement-with-prizes machine which includes a plurality of reels bearing symbols for random display so that one or more predetermined combinations of symbols displayed on a combination 40 line can determine a winning combination and additional means comprising a numerical indicator which displays a random number as a contribution, either in part or in total, to a required cumulative total, a cumulative total 45 display and a random cancel feature which will cancel the cumulative total when the cancel feature comes into effect.

Preferably, the machine incorporates a display to indicate whether the number on the 50 numerical indicator is to be transferred to the cumulative total display or, alternatively, when the display cancel feature comes into effect.

In one particular form of the invention, the 55 numerical indicator comprises an auxiliary reel, or it is equivalent as hereinbefore referred to.

The completion of the cumulative total display can be utilised to offer a player a further feature which may, in one form of the invention, be a "nudge" feature or may be another feature of advantage to the player. In this particular embodiment of the invention the cumulative total display may comprise the letters N, U, D, G and E so that when the cumulative total is five all the letters will be indi-

cated, e.g. by illumination, and the nudge feature will then be available to the player.

An additional feature of the invention is to provide a further display which indicates the 70 type and/or number of features which are available to the player, for example, in the above embodiment, one or more nudges may be indicated on the further display. The further display may be of a random automatic 75 type in which a series of numbers are sequentially displayed and the number of features is determined by the number displayed when sequencing is stopped. The stopping of the sequencing may be under the control of the 80 machine programme or a manual stop button may be provided to initiate it.

Reference is now made to the accompanying drawing which is a schematic illustration of a display panel of a gaming or amusement-with-prizes machine incorporating the present 85 invention. Only the features relative to the description of the present invention have been included in the drawing.

The panel, includes three display elements 90 10 each of which displays symbols 11 on three parallel reels so that a combination of symbols 11 is displayed on a combination line 12. A winning combination is achieved when a predetermined combination of symbols 11 95 occurs on the line 12.

A display window 13 displays a symbol 14 on an auxiliary reel which rotates and stops during the rotation of the display reels. The symbols 14 may comprise numbers or other 100 visual numerical indicators. Adjacent to the window 13 a pair of display windows 15 and 16 serve to indicate whether the indicated number 14 is to be added to the cumulative total display or whether that cumulative total 105 display is to be cancelled.

When an addition to the cumulative total display is indicated, for example in window 15, the indicated number 14 is transferred to the cumulative total display 17 which, in the 110 embodiment described, comprises five elements 18 which may for example comprise the letters N, U, D, G and E. The number of elements 18 which are indicated 18 are not indicated then on the next play of the machine the indicated number 14 will be added 115 to the cumulative display 17 provided that the window 15 displays the adding feature. If the window 16 displays the cancel feature then the indications of the elements 18 will be 120 returned to zero. When all the elements 18 are indicated then a further feature becomes available to the player and, in the embodiment described, this is a nudge feature.

The number of nudges which are available 125 to the player is indicated in the display windows 19 which may comprise a sequence of the numbers 1 to 9. These may be sequentially or randomly displayed either completely under the control of the machine programme 130 or by manual interruption using a manual stop

button.

When the nudge feature and the number of nudges available is displayed the player can then operate any one of the three nudge buttons 20 to move the reels either up or down in an attempt to achieve a winning combination on the line 12. The number of nudges available is the number displayed in the windows 19 and this number of nudges is available to the player until he has either achieved a winning combination or has used up his indicated number of nudges.

In the embodiment shown three "hold" buttons 21 are shown these buttons serving to retain a reel in its indicated position during the next play in a conventional manner.

It will be appreciated that the present invention provides a gaming or amusement-with-prizes machine which has one or more additional features to make the game more interesting for a player.

CLAIMS

1. A gaming or amusement-with-prizes machine including a plurality of reels bearing symbols for random display so that one or more predetermined combinations of symbols displayed on a combination line can determine a winning combination and additional means comprising a numerical indicator which displays a random number as a contribution, either in part or in total, to a required cumulative total, a cumulative total display and a random cancel feature which will cancel the cumulative total when the cancel feature comes into effect.

2. A machine according to claim 1 which incorporates a display to indicate whether the number on the numerical indicator is to be transferred to the cumulative total display or, alternatively, when the display cancel feature comes into effect.

3. A machine according to claim 1 or 2 in which the numerical indicator comprises an auxiliary reel, or it is equivalent as hereinbefore referred to.

4. A machine according to any of claims 1 to 3 in which a further display is provided to indicate the type and/or number of features which are available to the player.

5. A machine according to claim 4 in which the further display is a random automatic type in which a series of numbers are sequentially displayed and the number of features is determined by the number displayed when sequencing is stopped.

6. A machine according to claim 5 in which the stopping of the sequencing may be under the control of the machine programme or a manual stop button may be provided to initiate it.

7. A gaming or amusement-with-prizes machine substantially as herein described with reference to and as shown in the accompanying drawing.

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